

LDT (Lightning Data Transport)

CPG Marketing
Technology Evangelism
Jan 24, 2001



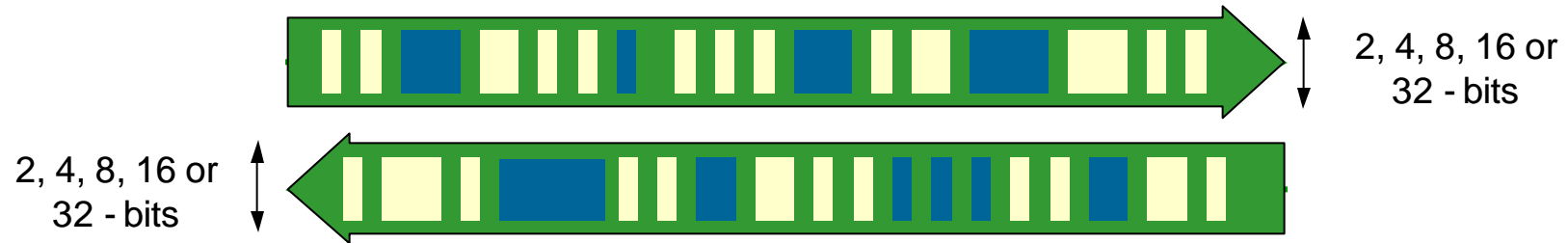
LDT Genealogy



- **LDT was first developed for PC platforms**
 - PCI bandwidth is insufficient for new multimedia devices being integrated into PC core logic
- **LDT has been extended to servers**
 - Coherent LDT is a high speed, low latency interconnect for NUMA architecture multiprocessing systems
- **LDT has found a home in embedded apps**
 - RISC processors for embedded applications are under development by LDT partners
- **A wide range of devices will use LDT**
 - The next spec revision is planned to be less PC specific
 - PC specific information is planned to be put into a PC Design Guide

- **LDT provides...**
 - a significant increase in I/O bandwidth
 - a universal link that reduces the number of buses within the system
 - support for LDT tunnels that act as I/O building blocks
 - high performance bus for embedded applications
 - highly scalable multiprocessing systems
- **AMD is creating the next generation of PC and embedded platform architecture**
 - For example: AMD PowerNow!™ Technology, LDT, 64-bit x86, DDR memory, and ACR initiatives
 - Offering end users outstanding performance in the industry with LDT

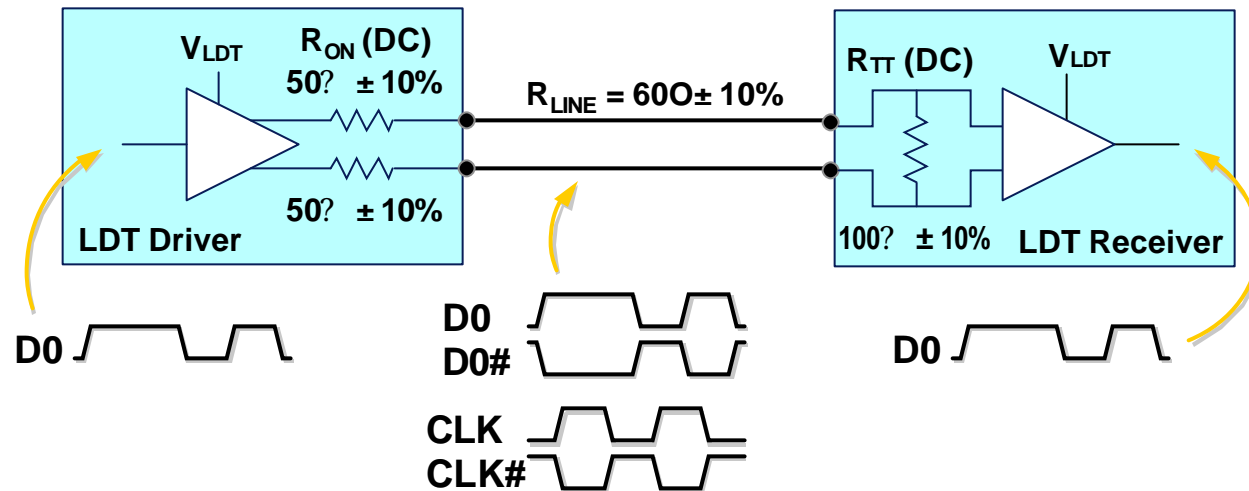
LDT Link Basics



- **LDT connections have two unidirectional point-to-point links**
 - The links can be 2-, 4-, 8-, 16-, or 32-bits wide in each direction
 - LDT I/O has a data rate of 800 Megabits/second per pin-pair (400 MHz clock)
 - **E.g., 8 bits each way gives 800 MB/sec each way; 1.6 GB/sec aggregate bandwidth***
 - **E.g., 4 bits each way gives 400 MB/sec each way; 800 MB/sec aggregate bandwidth***
 - For multiprocessing the CPU-to-CPU link data rate increases to 1.6 Gbits/second
 - **E.g., 16 bits each way gives 3.2 GB/sec each way; 6.4 GB/sec aggregate bandwidth***
- **Packets are multiples of 4-bytes in length**
 - On links < 32-bits, bit times concatenate to achieve the 4-byte granularity
- **Commands, addresses and data use the same bits**
 - Data packets after read responses or writes can be 4- to 64-bytes long

* The sweet spots for LDT configurations

LDT Physical Layer

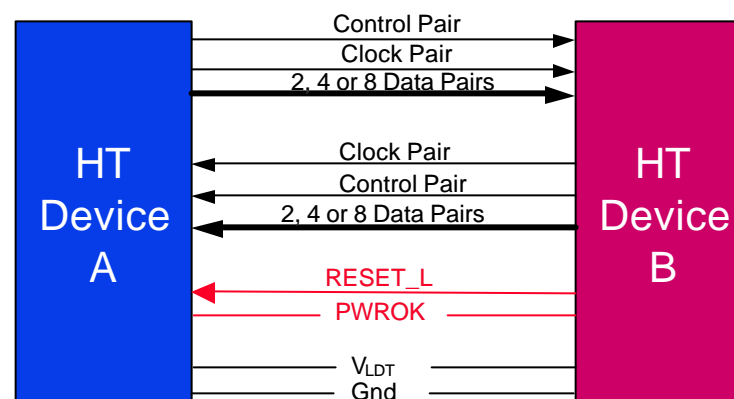


- **Low voltage, differential signaling**
 - Two pins per bit - pin pairs swing in opposite directions
 - V_{LDT} is 1.2 volts $\pm 5\%$ resulting in a differential output of 600 mV_{TYPICAL}
 - Differential voltage at the receiver inputs can be as low as 200 mV
- **60 ohm differential impedance for low cost PCBs**
 - No special PCB stack-up required
 - Trace lengths up to 24 inches for 800 Mbit/sec operation

LDT Pin Count



- **Additional LDT signals**
 - Power OK (PWROK)
 - Reset LDT (RESET_L)
- **55-pin LDT bus provides 12X the bandwidth of PCI-32/33 with fewer pins**
- **Signal to ground ratio is conservatively 4:1**
- **Optional link power down signals for mobile systems**
 - LDTStop_L
 - DevReq_L
- **Power per pin-pair is nil when in LDT Stop**



PWROK, RESET_L required for proper reset & init
V_{LDT} routed between devices is required for proper common mode range

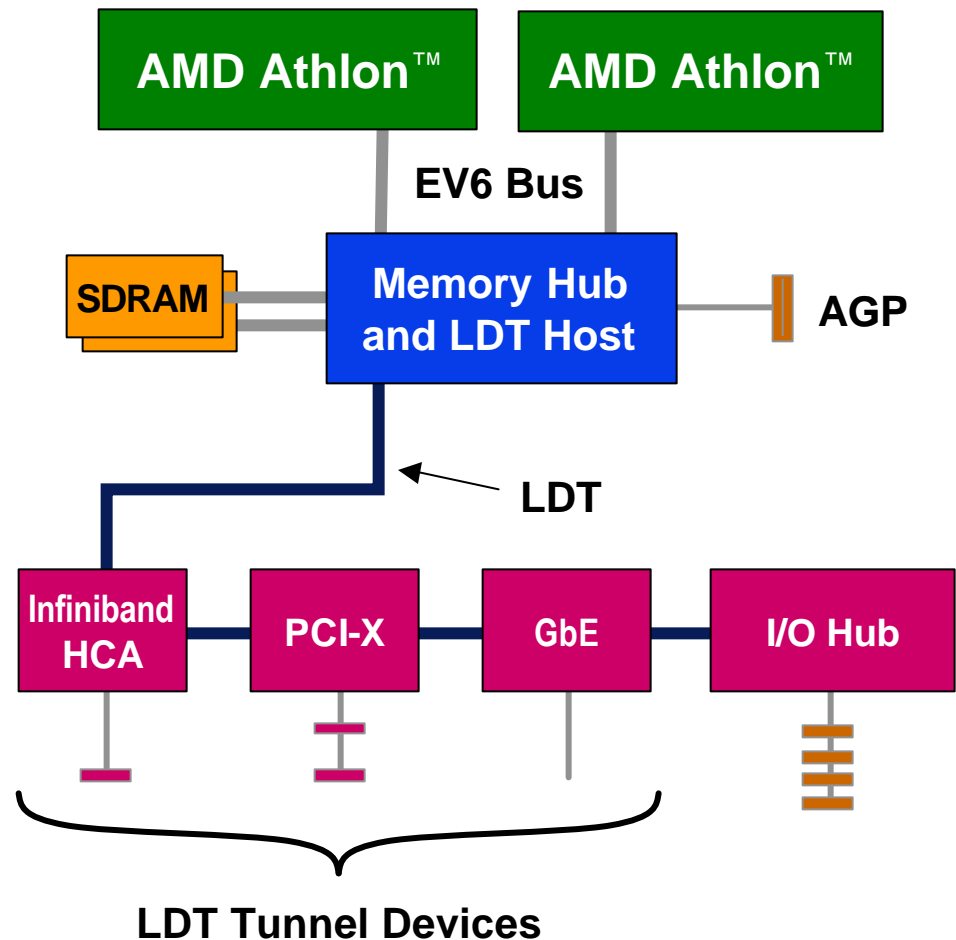
| Bus Width (Each Way) | 2 | 4 | 8 | 16 | 32 |
|-----------------------|----|----|----|-----|-----|
| Data Pins (total) | 8 | 16 | 32 | 64 | 128 |
| Clock Pins (total) | 4 | 4 | 4 | 8 | 16 |
| Control Pins (total) | 4 | 4 | 4 | 4 | 4 |
| Subtotal (high speed) | 16 | 24 | 40 | 76 | 148 |
| VLDT | 2 | 2 | 3 | 6 | 10 |
| GND | 4 | 6 | 10 | 19 | 37 |
| PWROK | 1 | 1 | 1 | 1 | 1 |
| RESET_L | 1 | 1 | 1 | 1 | 1 |
| Total Pins | 24 | 34 | 55 | 103 | 197 |

DC Power per Pin-Pair: 4 - 9 mW, 6 mW_{Typical}
Signal to V_{LDT}/Gnd Ratio: 4:1

LDT Tunnels



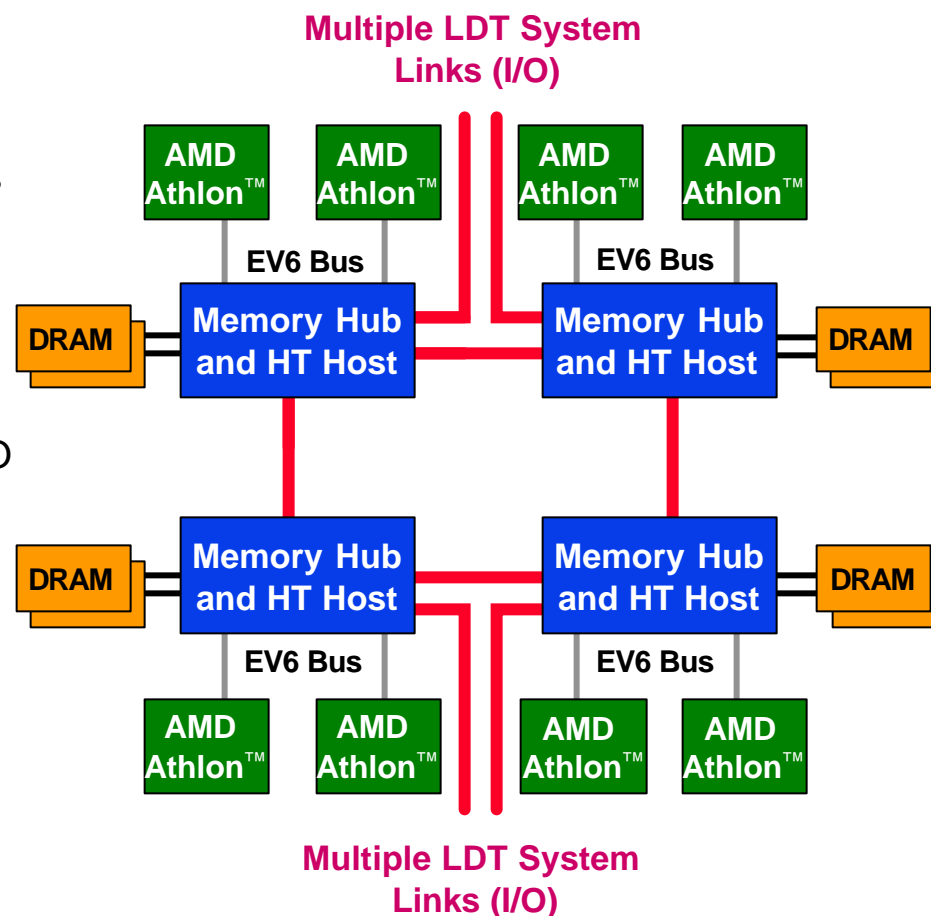
- LDT I/O has ample bandwidth to support daisy chained I/O devices
 - Multiple LDT tunnels can be daisy chained on a single I/O link
 - LDT bridges can be viewed as generic - reusable building blocks for system design
- With LDT tunnels, a basic LDT chipset can be used in server and workstation markets



Coherent LDT Multiprocessing Systems



- **Coherent LDT interprocessor communications for SMP**
 - Coherent LDT handles distant memory access in NUMA* multiprocessor systems
 - Coherent LDT handles probes to maintain system cache coherency
- **Devices have multiple Coherent LDT ports**
 - Coherent LDT is a superset of the LDT I/O protocol, permitting Coherent LDT links to be used for I/O devices
- **Highly scalable SMP systems**
 - Memory capacity scales
 - Memory bandwidth scales
 - I/O capacity scales
 - I/O bandwidth scales



* **Non-Uniform Memory Access** architecture - each CPU has "local" memory, but can access "distant" memory attached to other CPUs - local memory is faster than shared memory in SMP architecture, hence NUMA machines scale better in systems with large numbers of processors.

LDT Milestones:



- **First public presentation at Microprocessor Forum 99**
- **Operational Spec version 1.0 finished in May 2000**
 - 1.01C available now (upon signing a license agreement)
- **Electrical Specs nearing completion**
- **LDT presentation with technical information at WinHEC 2000**
 - Great success with about 1500 participants to our session
- **LDT presentation at Platform 2000**
- **1st LDT based chipset announced by NVIDIA**
- **Sibyte (Broadcom) announced their MIPS cpu with LDT**
- **Sandcraft announced their LDT roadmap**
- **NDA signed by 100+ companies, list is growing**
 - about 4-5 new requests are being received each week

LDT Milestones:



- **First licensees. Others to come soon**
 - More than 10 companies signed, others in the pipeline
 - Numerous other companies have expressed the intention to license LDT
- **NDA website established for downloading specs and technical data**
- **LDT white paper available**
- **First FPGA family planned in Q2 2001**
- **Multiple LDT based chipsets for AMD Athlon™ processors in 2001**
 - AMD chipset guys actively working to implement this technology
- **AMD has first silicon samples of a sophisticated south bridge**
 - PCI boards in house with two chips talking to each other using LDT
- **InfiniBand solutions are in design now**
- **LDT-based products are planned from AMD early 2002**
 - Partners plan to have products sooner
- **LDT Consortium planned for 2001**

Call to Action



- **Gain access to the current LDT I/O specs**
 - Sign specific LDT contributor NDA
 - Specs available with login name and password
 - Access to website with specs, simulation model and names of other LDT NDA-holders
- **To build and market an LDT product**
 - Sign Licensing Contract
 - Gain access to all the related IP
 - Partners may contribute IP, but are not required
- **To build and market LDT technology based PCs**
 - No license necessary if the components are from an AMD licensee
- **For more information, email:**
 - gabriele.sartori@amd.com (Sunnyvale, CA)
 - chris.neuts@amd.com (Sunnyvale, CA)